

5 **What Is Claimed Is:**

6 1. A method of ^{playing} a dice game comprising the steps of:

7 Providing six playing dice comprising a first set of three dice and a second set of three
8 differentiated dice; providing a planar game playing surface comprising at least eight
9 separately delineated areas adapted for the placement of bets; establishing odds for payout of
10 winning bets placed in any of the aforesaid seven separately delineated areas; establishing an
11 initial order of play where players are designated as first player, second player, and so on to a last
12 player; ^{placing bets on any of said at least eight separately delineated areas} initiating a round of play by a first player establishing a throw by throwing said first set
13 of dice onto a surface for displaying a face-up side of each die within the first set; determining a
14 player's score for the throw by adding the face-up sides of the three dice together; using the
15 score of the first throw to pay any bets on the numbers 3 through 18; using the faces of the three
16 die in the throw of the first set throw to pay any bets on "3 of a kind"; displaying the Arabic
17 numerals 3 through 35 in an array of similar geometric areas within a first arena of the delineated
18 areas; displaying six spots in one geometric area of the delineated areas and designating the
19 second arena substantially "6 six's"; displaying each of the six faces of a die in an array of
20 similar geometric areas within a third arena of the delineated areas and designating the third
21 arena substantially as "3 of a kind"; displaying each of the six faces of a die in an array of similar
22 geometric areas within a fourth arena of the delineated areas and designating the fourth arena
23 substantially as "4 of a kind"; displaying each of the six faces of a die in an array of similar
24 geometric areas within a fifth arena of the delineated areas and designating the fifth arena
25 substantially as "5 of a kind"; displaying each of five faces of a die exclusive of the face having
26 six spots, in an array of similar geometric areas within a sixth arena of the delineated areas and
27 designating the sixth arena substantially as "6 of a kind"; displaying doubles of each of six faces
28 of a die, in an array of similar geometric areas within a seventh arena of the delineated areas and
29 designating the seventh arena substantially as "any 3 pair"; displaying each of the six faces of a
30 die in an array of similar geometric areas within an eighth arena of the delineated areas and
31 designating the eighth arena substantially as "straight"; segregating the first of throw of the first

5 set of die on the board with the faces thrown showing and allowing same to remain on the
6 playing surface; initiating another round of play by a player establishing a second throw by
7 throwing said second set of dice onto a surface for displaying a face-up side of each die within
8 the second set; determining a player's score from the second throw by adding the face-up sides
9 of the three dice of the first set and of the second set together to obtain a total from the faces of
10 six dice; including the first set of dice in the betting after the second set of dice is thrown; using
11 the total to pay bets on the numbers 6 through 35, three of a kind, four of a kind, a straight, any
12 three pair, six of a kind exclusive of the six dot face of the dice, and six of six; after the second
13 throw, only paying and determining bets on matches which include all six dice.

14 2. A dice game of chance comprising a substantially flat surface adapted for playing a game of
15 dice using six die, three die being of one color or design and three die being of another color or
16 design, the surface further comprising: (a) a primary substantially rectangular array having at
17 least thirty-three similarly shaped and sized contiguous polygonal areas, each area containing a
18 different numeral selected from the group consisting of 3 to 35; (b) a cruciform shaped array
19 having at least five similarly shaped and sized contiguous polygonal areas wherein each
20 polygonal area displays spots similar to spots appearing on dice, each polygonal area of the
21 cruciform shaped array displaying a different set of spots selected exclusively from a group
22 consisting of one, two, three, four, and five spots, the cruciform shaped array being located
23 above the primary array; (c) a first single column rectangular shaped array having at least six
24 similarly shaped and sized contiguous polygonal areas wherein each polygonal area displays
25 spots similar to spots appearing on dice, each polygonal area of the last said array displaying a
26 different set of spots selected exclusively from a group consisting of one, two, three, four, five
27 and six spots, the last said array being located on one of two sides of the primary array; (d) a
28 double column rectangular shaped array having at least twelve similarly shaped and sized
29 contiguous polygonal areas wherein each polygonal area displays spots similar to spots
30 appearing on dice, each laterally adjacent polygonal area of the last said array displaying a pair
31 of a different sets of spots selected exclusively from a group consisting of one, two, three, four,

5 five and six spots, the last said array being located on the other of the two sides of the primary
6 array; (e) a shaped array having at least five similarly shaped and sized contiguous polygonal
7 areas wherein each polygonal area displays spots similar to spots appearing on a die, each
8 polygonal area of the shaped array displaying a different set of spots selected exclusively from
9 a group consisting of one, two, three, four, and five spots, the shaped array being located below
10 the primary array; (f) a polygonal shaped area enclosing six spots located above and separate
11 from the cruciform array; (g) a second single column rectangular shaped array having at least six
12 similarly shaped and sized contiguous polygonal areas wherein each polygonal area displays
13 spots similar to spots appearing on dice, each polygonal area of the last said array displaying a
14 different set of spots selected exclusively from a group consisting of one, two, three, four, five
15 and six spots, the last said array being located on one of two sides of the cruciform array;
16 and, (h) a third single column rectangular shaped array having at least six similarly shaped and
17 sized contiguous polygonal areas wherein each polygonal area displays spots similar to spots
18 appearing on dice, each polygonal area of the last said array displaying a different set of spots
19 selected exclusively from a group consisting of one, two, three, four, five and six spots, the last
20 said array being located on one of two sides of the cruciform array.

21 3. The game of chance according to claim 2 further comprising six dice, three dice being of one
22 color and three dice being of another visibly distinguishable color.

23 4. The method of claim 1 wherein three of the dice are of one design and the other three of the
24 dice are of another design.

25 5. The game of chance according to claim 2 further comprising six dice, three dice being of one
26 design and three dice being of another design.

27 6. The game of chance according to claim 2 further comprising six dice, three dice being of one
28 size and three dice being of another visibly distinguishable, substantially different size.

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